1. Evaluate a digital learning game.
   1. **Title/URL:** *Ars Regendi – the art of politics* (<http://www.ars-regendi.com/>)
   2. **Grade levels/subjects:** 9-12 (maybe even younger); social studies
   3. **Purpose:** to become familiar with political decision making of political leaders
   4. **Components of the game:**
      1. Rules: Once you register, players are given a country based on their responses to a number of quotes. As the leader of the country, the game provides you with tasks/situations to deal with. The leader has to decide how to rule on certain issues and whether or not to enact a policy. One day in real life is approximately three months in the virtual world. Leaders may also initiate reforms. The state’s data updates each quarter based on the consequences of one’s decisions. You can also incorporate alliances with other countries.
      2. Objectives: To have a happy population (rated continuously) and have the longest lasting leadership.
      3. Outcomes/feedback: The feedback is embedded into the nature of the game. Each response/policy based on a given task produces consequences. At each quarter-year, the consequences influence the State’s data, which will determine the happiness of the population and the risk to a change in leadership.
      4. Types of interactions: The leaders can interact with other state leaders to produce alliances.
      5. Storyline: See the rules… The players are all leaders of their own country. They are given tasks to complete, the success of their responses to which will determine the happiness of the population and the length of their leadership—the two aims of the game. Successful leadership can also be influenced by the creation of alliances with other countries. Therefore, this game is both individual and cooperative.
   5. **Benefits:** The benefits of this game are many. In particular, students in this context can develop an understanding of leaders from the leader’s perspective. This helps them unpack leader’s decisions and consider leaders in context. They will see that leadership decisions are influenced by a variety of factors, and that leaders are simultaneously considering their own longevity at the same time as the happiness of the populace.
   6. **Challenges:** It appears that each day is considered three months in the game. Given that the game goes quickly, students who do not log on daily will have a large disadvantage. In this way, the success of individual participants in this game may be strongly influenced by their socio-economic status (via daily access to technology).